AMENDMENTS TO THE SPECIFICATION:

Please replace the paragraph beginning on page 6, line 3, with the following amended paragraph:

The present invention provides a system for providing video information, entertainment, or additional gaming service or services for at least one underlying table game. The system provides at ~~provides a at~~ least one video screen connected to a computing unit, and the video screen is mounted in association with a table game table, visible to a plurality of the players of the underlying table game at the game table. The Computing unit and screen cooperatively provide to the players of the table game video information in addition or supplemental to that of the underlying table game.

Please add the following new paragraphs on page 8, after line 22:

Figure 9 is a flow chart showing the procedure interactively implemented with the present video game system in order to display and provide to the player the bonus awarded by the procedure of Figure 8;

Figure 10 is a flow chart showing the procedure for a game player to use the video system of Figures 1-5 to play a particular side wager game in connection with playing an underlying blackjack card game;

Figure 11 is a pictorial view of an alternative stand-alone embodiment of the present video table game system;

Figure 12 is a schematic view of one embodiment of the table display controller or system in the network system shown in Figure 11;

Figure 13 is a schematic view of an alternative embodiment of the table display controller or system in the network system shown in Figure 11;

Figure 14 is a schematic view of the components in, and high level connections within and to and from, the Paltronics Plasma Controller in the stand-alone system of Figures 1 and 2;

Figure 15 is a schematic view of components and connections between devices within the stand-alone system of Figures 1 and 2;

Figure 16 is a flow chart for initialization of the software in the table input device shown in Figures 1 and 2;

Figure 17 is a flow chart for the operation of the user interface software in the table input device of Figures 1 and 2;

Figure 18 is a flow chart for aerial communication in the table input device of Figures 1 and 2;

Figure 19 is a flow chart for the wireless communication module in the machine interface device of Figures 1 and 2;

Figure 20 is a flow chart for the player input device of Figures 1 and 2;

Figure 21 is a flow chart for the polling unit of Figures 1 and 2 and the network manager shown in the alternative embodiment of Figures 11 and 12;

Figure 22 is a first screen display on the table management system in order to control the video and text content shown on the LCD of Figures 1 and 2;

Figure 23 is a second screen display on the table management system in order to control the video and text content shown on the LCD of Figures 1 and 2;

Figure 24 is a third screen display on the table management system in order to control the video and text content shown on the LCD of Figures 1 and 2;

Figures 25A, 25B and 25C are sample plan views of the table interactive device of Figures 1 and 2, each such sample showing a different sample screen display on the table interactive device; and

Figure 26 is a flow chart of the software modules running on the table management system computer shown in Figure 4.

I. Single Game, Stand-Alone Table Game Video System

With reference to Figures 1 and 2, a single table 50, stand-alone embodiment of the present video system, generally 10, has a table management system computer 12, running a table management system ("TMS," not shown in FIGS. 1 and 2), connected by an Ethernet line 14 to a PPC2 Paltronics™ Plasma Controller 16 (available from Paltronics Corp of Chicago, Illinois). The PPC2 16 is connected by industry-standard 485 lines (VGA cables) 18, 20, 22 to an audio/video tuner 24, a 15" Sony or Phillips LCD flat-panel table display device ("TDD") 26, and a Paltronics™ polling unit 28, respectively. In turn, the polling unit 28 is connected by additional 485 lines 30, 32 to a HandSpring™ table interface device ("TID") 34 and a machine interface device ("MID") 36, respectively. Finally, the MID 36 is also connected by a separate 485 line 38 to a player interface device 40 ("PID," Paltronics™ Model 141, with 8051 processor, available from Paltronics Corp. of Chicago, Illinois).

The TMS 12 is a conventional Pentium III or IV PC and has a conventional monitor, keypad, and mouse (not shown). The TMS 12 runs Windows NT and software

written in C++. The TMS 12 provides the central system 10 interface for configuring the system and scheduling of events in the system 10.

The tuner 24 may be connected to a VCR, television, cable video source, or other video device (not shown in Figures 1 or 2). The video source selected by the tuner 24 is forwarded over the 485 line to the PPC2 16.

Please replace the paragraph on page 13, line 5, with the following amended paragraph:

The various system devices 16, 24, 26, 28, 34, 36, and 40, except the TMS 12, can each communicate with each other by a unique packet-based protocol. Each packet of information includes five data types: 1. an "FF," which identifies ~~with identifies~~ the start of a packet; 2. an "ID," which identifies the device (16, 24, 26, 28, 34, 36, or 40) to which the packet is directed; 3. "Type," which identifies the type of content in the packet (such as a command or data); 4. "Length Short," which identifies the number of bytes of information in the packet as being the same or less than the standard packet maximum, and if the amount actually received for the packet is less or more than this number, then receiving device ignores the packet; and 5. "Length Long," which identifies the number of bytes of information in the packet as being longer than the standard packet maximum, allowing the device to look for and read more than the standard packet maximum.

Please replace the paragraph on page 15, line 14, with the following amended paragraph:

As shown in Figure 3, each game table 50 may provide: (i) a number, e.g., 52, 54, of player stations or locations, at each of which a single game player may sit or stand in order to play a table game at the game table 50; and (ii) a central game player or dealer station or location 56. The TDD 26 preferably is arranged to be readily viewable by all game players at the player locations, e.g., 52, 54, and by the player or dealer at the dealer station ~~location~~ 56 at the game table 50. In addition, the dealer station 56 provides the dealer with the ability to easily reach the MID 36 and the TID 34; and the dealer can move the PID 40 from place to place around the game table 50 as desired or required to allow a given game player the opportunity to readily reach and press input buttons (not shown) on the PID 40. Thus, in the example of Figure 3, the player at player station 54 can reach and press input buttons on PID 40 when the PID 40 is located directly adjacent the player's player station 54.

Please replace the paragraphs beginning on page 17, line 15, with the following amended paragraphs:

The wireless interface card 86 is connected by an RS485 connection 90 to the network manager card 84 ~~wireless interface card 86~~ in the table display controller 68. This wireless interface card 86 is also connected by a wireless radio frequency connection 72 to a wireless interface card (not shown) ~~card 92~~ also mounted within the PDA TID 34 in a fashion well known to those skilled in the art. In turn, the PDA, TID 34 ~~wireless interface card 92~~ is connected by a second wireless radio frequency connection 94 to the PID 40.

With reference now to Figure 13, an alternative embodiment of the table display controller 68 of Figure 11 may include a Paltronics Display Controller 96 available from Paltronics identified above. The Paltronics Display Controller 96 is mounted in a housing on a Paltronics Pentium III or IV compatible personal computer motherboard (not shown) ~~motherboard 98~~ which is adapted to include the functionality of the above-referenced (Figure 12) video capture card, video tuner card, and MPEG I card and associated inputs and outputs (not shown in Figure 12). This Figure 13 embodiment also includes the other elements of the TDD 68 and associated structures described above with reference to the Figure 12 embodiment.

Referring now to Figures 14 and 15, the PPC2 16 of Figure 1 includes a conventional personal computer style housing (not shown in Figure 14) and a conventional BCM 815 motherboard 100 with a Pentium III CPU (not shown), DVDROM drive, Paltronics flash card board with conventional flash memory, and hard drive mounted within the housing. A Mutech IV-410 video capture card 102, a Sigma Designs Netstream 2000 video card 104, and Paltronics RS232-to-RS485 filter card 106 are mounted in PCI slots (not shown) in the BCM motherboard 100. The filter card 106 is also connected by an RS232 connection 120 to the COM 2 port 122 on the BCM motherboard 100. In turn, the filter card 106 is connected as shown in Figures 14 and 15 ~~1 and 2~~ to the polling unit 28.

Please replace the paragraphs beginning on page 19, line 1, with the following amended paragraphs:

Still referring to Figures 14 and 15, the PPC2 16 is connected by its COM 1 port 108 on the BCM motherboard 100 through an RS232 connection 116 to an RS232 data port (not shown) on a Contemporary Research 232-STA TV tuner box 10. This TV tuner 110 is connected to a conventional RF TV signal source 112, such as a satellite or cable video source, and provides a single composite TV signal through an output port (not shown) by a cable connection 114 to a composite video signal input in the Mutech card 102. The TV tuner 110 provides an audio output (not shown) connected by a conventional audio cable 118 to the audio line in jack 119 ~~jack 120~~ in a conventional high quality audio card 121 mounted on the BCM motherboard 100.

The Mutech card 102 is connected by its VGA output port to the VGA input port on the Netstream card 104. The VGA output port of the Netstream card is connected by a conventional digital video cable 124 to the table display device 26. The Netstream card 104 is also connected to the auxiliary line in jack 126 ~~jack 128~~ in the audio card 121, which allows MPEG videos to have their audio routed through the audio card 121 and provides control over such audio by the PPC 216 system software.

The PPC2 16 also provides analog audio, through the audio line out jack 130 of the audio card, to external speakers 128 associated with the LCD 26 (a conventional high quality personal computer monitor such as an LCD or plasma display) in order to provide audio to the gaming table (not shown in Figure 14). Finally, the PPC2 16 is connected, from BCM motherboard 100 through conventional Ethernet compatible cabling 14, to the TMS 12 by an Ethernet port 132 in a conventional Ethernet card 134 mounted in the BCM motherboard.

Please replace the paragraphs beginning on page 20, line 3, with the following amended paragraphs:

With reference now to Figure 16, the table input or interface device ("TID") 34 of Figure 1 initializes, generally 154, at startup of the TID 34 by copying a startup or initialization program into RAM 138. Then, the startup program starts the welcome application and initializes serial functions 140 for the TID 34. Next, the startup program starts the TID main application 142. From there, the startup program checks the version number ~~versionnumber~~ parameter in the TMS database to determine if it is same as the actual version ~~versionnumber~~ number 144 loaded on the TID 34. If they are the same value, the startup program loads parameters from the database into TID RAM 146. If they are not the same, the startup program 154: (i) initializes a random number generator program 148 in order to seed it with the time of two separate user taps (or button presses) in response to screen queries on the TID 34 screen; and (ii) stores the default parameter values (version number, ~~versionnumber,~~ two random number generator (RNG) seed numbers, last selected video channel, last selected TV audio level, last selected MPEG audio level, last chosen minimum bet, last chosen maximum bet, selected table identification, PID identification, TDS parameters, and serial interface data (baud rate, parity, stop bit, number of data bits)) in the TID's database and then loads them into RAM 146. In either event, the startup program 154 then sends the initial parameters from RAM to the PID 40 and the PPC2 16 (or TDS 152 in the Figure 11 embodiment shown below). This TID initialization routine 154 then ends 156.

With reference now to Figures 17 and 25A, the TID main application 158 starts by displaying a main menu 170. The main application first responds, generally 160,

when the user (e.g., table game dealer at the associated game table) taps a button, e.g., 161, 163, either on the screen or on the TID 34 itself. The main application runs a password entry routine, generally 162 and when the password is entered correctly, the main application provides, as shown in Figure 25B, another screen 164 ~~screen 165~~ allowing the user to select the main menu 167, select a bonus game 183, set the video channel 185, display and change set-up parameters, generally 165, ~~generally 164,~~ and view bonus payouts of the bonus game at the associated game table 187.

When the user (e.g., table game dealer) selects the main menu 167, a series of screens provides the user with options of selecting and playing or running, as applicable, video programs, television channel content, audio content, various bonus games (as shown in Figure 25C), setting pertinent parameters (options) 166, viewing game status. and ending bonus games prematurely if desired (including termination of addition of any data to the pay out table on the TID 34. Upon user selection from among these alternatives, the main application forwards an authorization to play the selected content to the send queue ~~sendqueue~~ or proceeds back through the password entry routine and associated screens to allow the user to change set-up parameters 168. When selected content plays on the TDD 26 or associated speakers according to the user's selection of the type of content desired, the main TID application 158 displays its main menu again 170, awaiting user input once again and responding accordingly as described above and shown in Figure 17.

Turning now to Figures 1 and 18, ~~Figure 1 and 18,~~ the polling unit (PU) 28 periodically calls or sends query to the TID 34, the MID 36, and the TDD 26, ~~TDS 26,~~ which only respond if they are called by the polling unit 28. In this type of Master-Slave

communication, the master (the PU 28) controls the whole communication process. The slaves (the TID 34, MID 36, and TTD 26) ~~TDS 26)~~ respond when the PU 28 asks them to do so. A packet in this communication consists an address for a device (i.e., the PU 28, TID 34, TDD 26, ~~TDS 26,~~ and MID 36) and some control information (Type (ENQ, ETB, etc.) and length and checksum data (which ensures the correctness of the packet)). All these devices are connected to the same hardware line (e.g., RS-485 line 32). The PU 28 queries each device (e.g., the TID 34) in sequence, via an ENQ-Packet, if it has data for another device (e g., TDD 26). ~~TDS 26).~~ If the queried device has no such data, the queried device (e.g., TID 34) answers with a ready message (an ETB-Packet). If the queried device has such data (i.e. the TID 34 has data for the TDD 26), ~~TDS 26),~~ the queried device sends such data to the desired device (i.e., TID 34 sends a data packet to the TDD 26). ~~TDS 26).~~ The receiving device (TDD 26 ~~TDS 26~~ in the example) then answers with a ready message (ETB-Packet). This ready message signals the sending device that the sent data has been received correctly. (e.g., TID 34 receives ETB-Packet from the TDD 26, ~~TDS 26,~~ then the TID 34 knows that the data packets sent from the TID 34 to the TDD 26 ~~TDS 26~~ were received correctly.) This ready message (ETB-Packet) also signals the PU 28 that the communication is over and that the PU 28 can take control and query another next device.

Please replace the paragraph beginning on page 26, line 3, with the following amended paragraph:

In sum, the PU 28 is a passive device and does not send data except ENQ packets. The PU 28 thus enables the other devices, such as the TID 34, TDD 26, ~~TDS~~

~~26,~~ and the MID 36, to communicate with each other by sending ENQ packets. If one such device receives an ENQ packet, the device can send a data packet to a separate addressed device, which then answers with an ETB packet if the separate addressed device received the data packet correctly. When the ETB packet is received, the PU 28 is informed that the communication is completed and the PU 28 has control over communications again. The PU 28 also resumes control if the 40 ms timer expires.

Please replace the paragraph beginning on page 32, line 2, with the following amended paragraph:

With reference now to Figure 5, one embodiment of the multi-table networked game video system consists of a number of table display systems 250 -- ~~250-260--~~ preferably one such table display system, e.g., 250, for every game table (not shown) in the network. Each such system, e.g., 250, supports an associated 15 inch LCD table display device, e.g., TDD 252, a ~~252, a~~ high quality sound system mounted at the associated game table not shown, and an associated table interface device, e.g., 254, in communication with such system 250 through either wired or wireless lines. Each such system, e.g., 250, is connected to a preferably high speed Ethernet LAN or WAN (local or wide area network) 256. The preferred table display system, e.g., 250, is preferably a Pentium III or IV personal computer with conventional but high quality Ethernet support, MPEG and digital video and audio processing capabilities, serial communication ports, and digital data storage and RAM.